

Computer in Education

The Uses Of Computers In Education

Introduction:

- ❖ The huge information-processing capacities of computer make it possible to use them to adapt mechanical teaching routines to the needs and the past performance of the individual students.

Computer Uses in Education

- ❖ 1- Its use in schools has become **widespread from primary education through the university level** and even in preschool programs.

-
- ❖ **2- Instructional computers are basically used in one of two ways:**
 - ❖ a- either they provide a straightforward presentation of data **Or**,
 - ❖ b- they fill a tutorial role in which the student is tested on comprehension.

-
- × 3- Programs written in computer languages can do human tasks is called
 - × *application software,*
 - × *or simply programs.*

Classifying Instructional Software By Its Function:

- × **1- CAI: Computer-assisted instruction/learning**
- × 2- CBI: Computer-based instruction/learning
- × 3- CML: Computer- managed instruction/learning

Computer-assisted Instruction/Learning:

× Definition:

computer-assisted instruction (CAI), a program of instructional material presented by means of a computer or computer systems.

Advantages & Disadvantages Of Using Computer In Education

Advantages

There are many advantages to using computers in educational instruction. :

1. Provide **one-to-one face interaction** with students.
2. Elicited an **immediate response** to their answers.
3. Allow students to **proceed at their own pace**.
4. Useful in **subjects that require drill**.

5. **Freeing teacher time** from some classroom tasks so that a teacher can devote more time to individual students.
6. can be used **diagnostically**
7. Because of the **privacy and individual attention** afforded by a computer, some students are relieved of the embarrassment of giving an incorrect answer publicly or of going more slowly through lessons than other classmates.

Disadvantages

There are drawbacks to the implementation of computers in instruction, however. They are generally:

1. **cost:** costly systems to purchase, maintain, and update.
2. **fears:** the use of computers in education decreases the amount of human interaction.
3. **availability and development :** Courseware can be bought as a fully developed package from a software company, but the program provided this way may **not suit** the particular needs of the individual class or curriculum.